**CS 4501 Spring 2015**

**Assignment 4**

**Name:** \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**Server / DB components:**

Random word selected / sent correctly: \_\_\_\_\_\_\_\_\_\_ (5)

Correctly formatted data sent to client: \_\_\_\_\_\_\_\_\_\_ (5)

**Playing of the game:**

(Note: The following points will only be given if the actions are done on the client using JQuery/Javascript. Other than getting a word, the game must be played exclusively on the client. JQuery selection / modification must be a primary segment of the code)

AJAX request a new word / store result: \_\_\_\_\_\_\_\_\_\_ (10)

Repeat words handled: \_\_\_\_\_\_\_\_\_\_ (10)

Initial display: \_\_\_\_\_\_\_\_\_\_ (5)

Guesses processed correctly / alert shown: \_\_\_\_\_\_\_\_\_\_ (15)

Display updated (all fields): \_\_\_\_\_\_\_\_\_\_ (15)

End of round (win/loss) determined / shown: \_\_\_\_\_\_\_\_\_\_ (10)

Stats shown after each round: \_\_\_\_\_\_\_\_\_\_ (10)

Start a New Round requires confirm in game: \_\_\_\_\_\_\_\_\_\_ (5)

**Documentation:**  \_\_\_\_\_\_\_\_\_\_ (5)

Submission / init scripts: \_\_\_\_\_\_\_\_\_\_ (5)

Subtotal: \_\_\_\_\_\_\_\_\_\_ (100)

Late Penalty: \_\_\_\_\_\_\_\_\_\_ (-15)

Extra Credit \_\_\_\_\_\_\_\_\_\_ (10)

Total: \_\_\_\_\_\_\_ (100)

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